JALECO

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Super Bases Loaded 2

JALECO

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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If there's something you don't understand about your new Jaleco game, or if you're having problems with your game pak, or if you're just plain stuck, you're welcome to call the Jaleco Hotline between the hours of 9:00 AM and 5:00 PM (Central Standard Time, Monday through Friday). One of our pensive and mildly melancholic game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It's not a toll-free number, so you kids should get your parent's or guardian's permission before you call.

Credits

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Package Design and Stuff	**Beeline Group, Inc.**

Introduction

The taste of dirt in your teeth as you slide into second. The satisfying smack of a lightning throw as it hits your glove while your toe is still on the bag. The blur of your swing as you transform a fast ball into a perfect line drive through the hole. The ecstatic roar of the crowd as a strong breeze carries a high fly ball just inside of the foul pole for a home run.

All these are in Jaleco's Super Bases Loaded 2. What else would you expect from the company that's sold over 5 million baseball games for the NES and Super NES? A lot more. And Super Bases Loaded 2 delivers by going beyond reality. Because in reality, even when you hit that line drive through the hole, you don't get to fly out over the grass with it, soaring just inches past the shortstop's oiled glove. This game, however, features the DSP chip, a new technology that allows 3-D movement like you've never seen before. After every crack of the bat, you actually follow the ball with an amazing 3-D "camera" perspective.

If it's statistics you're after, you'll find complete seasons, backed up with a battery that also saves all the statistics you could ever want about your team, your league, and the top pitchers and hitters.

Want to change things around a bit? Try the "Design Your Own Team" feature that will let you customize players to your tastes.

And if you're interested in playing the coach, you'll find realistic fatigue factors that influence your pitching rosters and lineups — both adjustable.

But most of all, Super Bases Loaded 2 is fun. And if you just want to take your swings and throw your pitches, the automatic lineups and computerized fielding won't slow you down.

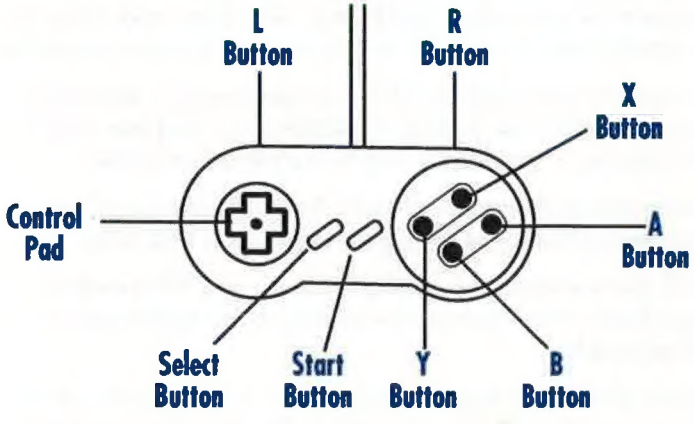
So get out there and take a crack at it. We can't promise that you'll guide your team to the playoffs, but we guarantee you'll have fun trying.

Getting Started

1. Place the Super Bases Loaded 2 game pak into your Super Nintendo Entertainment System and turn on the unit. After some introductory graphics, the title screen appears.

2. Press START.

Controller Layout



Pitcher Information Window

ST	stamina
ERA	earned run average
K	strikeouts

Batter Information Window (prior plate appearances)

H	singles
2B	doubles
3B	triples
HR	homeruns
FO	fly outs
GO	ground outs
K	strikeouts
SAC	sacrifices
HBP	hit by pitch
BB	base on balls
E	error

Batter Records

AVG	batting average
HR	home runs
RBI	runs batted in
SB	stolen bases
OB%	on base percentage
AB	at bats
H	hits
2B	doubles
3B	triples
TB	total bases
BB	base on balls
K	strikeouts
SAC	sacrifices
SL%	slugging percentage

Pitcher Records

ERA	earned run average
K	strikeouts
PCT	percentage
W	wins
L	losses
SV	saves
IP	innings pitched
H	hits given up
HR	homeruns given up
BB	walks (base on balls) given up
ER	earned runs

Using the Menus

In general, you can highlight an item in a menu by pressing on the control pad. Pressing A will select the item. Pressing B will cancel the selection, or take you back to a preceding menu.

Select Mode

Press UP and DOWN on the control pad to highlight the mode of your choice, then press A to select it.

Regular Season

Select this mode if you want to play a full season, including a playoffs between the two leagues (there are seven teams in each league).

The Regular Season Menu will appear. Here you can either continue playing a saved season or begin a new season. Choose either **CONTINUE** or **NEW GAME**. If you highlight **NEW GAME**, you can press LEFT or RIGHT on the control pad to choose the number of games in the season: **13, 45, 84, 123**, or **162**. Press A to make your selection.

Exhibition

Choose this option if you want to play any two teams against each other in just one game.

The Exhibition Menu will appear. Here you can decide whether you want to play alone **(1 PLAYER)**, with a friend **(2 PLAYERS)**, or just watch the computer play **(WATCH)**.

All Star

This option lets you play with the cream of the crop — the best players in both divisions.

The All Star Menu will appear. Here you can decide whether you want to play alone **(1 PLAYER)**, with a friend **(2 PLAYERS)**, or just watch the computer **(WATCH)**.

Design a Team

With this option you can design a team of your own: name the players and decide how skillful they are in several different areas. Then you can put that team through a single game or a whole season. For details, check out the section **Designing Your Own Teams**.

Records

Here you can check out your schedule, team standings, player records, and the leading batters in both leagues. For more information, see the section on **Records During a Regular Season**. *Note:* This option will only work after you begin a Regular Season.

Options

Use the **Options** screen to customize Super Bases Loaded 2. For details, see **The Options Screen**.

Abbreviations in the Game

Team Standings

G	games played
W	wins
L	losses
PCT.	percentage of games won
GB	games back from first place
AVG	combined batting average
ERA	combined earned run average
HR	homeruns
SB	stolen bases
R	runs

Player Positions

P	pitcher
C	catcher
1B	first base
2B	second base
3B	third base
SS	shortstop
RF	right field
CF	center field
LF	left field

Information After a Game

Box Score

After each regular season game, a blue screen will appear showing the box score. The top of the box score shows the MTNG number — how many times your team has played this opponent, including the most recent game. On the top right part of the screen, it shows your team's Win–Loss record against this opponent.

Just beneath the MTNG is the box score, similar to the box scores shown after each inning.

Next is information about the winning pitcher (WP), any saving pitcher (Sv), and the losing pitcher (LP). The display lists the names and complete Win/Lose/Save records for those pitchers.

At the bottom of the screen is a list of players who scored homeruns during the game, including how many homeruns they scored (HR).

The Options Screen

Press UP and DOWN to move the highlight bar over the option you want to change, then press LEFT and RIGHT to adjust the options. When you're finished customizing your game, highlight EXIT and press A. The options you can change are:

Innings

How many innings are in a game. (Regular Season games will always be nine innings.)

Errors

Adjust to **OFF** if you don't want your fielders to make any errors. The normal position is **ON**.

1P Fielding

If the fielding is set to **MANUAL**, you will have to move the correct fielder into position whenever the ball is hit. If the fielding is set to **AUTO**, the computer will field the ball, but you take over when it's time to make the throw. Controlling a fielder in Super Bases Loaded 2 isn't difficult, but if you'd rather let the computer control the fielding for player one, leave this option set to **AUTO**.

2P Fielding

This option sets fielding control for player two.

Slaughter Rule

Ever play a game where you're losing 20-0 in the first inning, and feeling so low that you don't even want to finish? Here you can set a slaughter rule, so that the game will end after one team pulls ahead by a certain number of runs. For example, if the slaughter rule is **10** (the normal setting), the game will end when one team gets to be 10 points ahead. You can also turn the slaughter rule **OFF.**

Extra Innings

If you don't want a tie game to drag on forever, you can turn **OFF** extra innings, so that the game will end as a tie. The normal setting is **ON**.

DH

If you want to play with designated hitters, turn this option to **ON**. The normal setting is **OFF**.

Wind

If you want wind to affect the path of your fly balls, turn this **ON**. At the start of the match you'll see a wind meter that will let you know how strong the wind is and which way it's blowing. The normal setting is **ON**.

Music

Leave this option set to **STEREO** if your television has stereo speakers. Choose **MONAURAL** if your television doesn't have stereo speakers. Choose **OFF** if you prefer to play without background music.

Next to the number is an arrow pointing up or down to signal whether it is the top (first half) or bottom (second half) of the inning. For example, a 3⇧ means "top of the third."

Just beneath the inning number is the score, labelled with team abbreviations. The team on the left is the away team, batting in the top of the inning.

In the lower left hand corner of the screen is the count. It shows how many . . .

B balls,

S strikes, and

O outs

. . . there are at that time.

In the bottom right corner is a small diagram of the field. This "radar" feature shows where any base runners are. The base runners appear as miniature batting helmets on the radar. It's very important for pitchers to keep an eye on the radar in order to pick off runners who are attempting to steal. It's also very important for fielders to keep an eye on the radar so that they know where to make the play.

After each pitch, the screen will display the speed of the pitch in miles per hour. It's helpful to keep an eye on the pitcher's speed in order to know when he's slowing down, and how much difference there is between his fastest and slowest pitches.

At the end of each inning, a box score will appear on a gray scoreboard. The box score shows how many points each time has scored in each inning. At the right edge of the box score you can see the total number of runs (R), hits (H), and errors (E) for each team.

To Dive

If you press the A button while you are pressing the control pad, the running fielder will dive whichever way he was running. (Use the dive to snag a ball that's just out of reach on the ground.)

To Make a Throw

Press the control pad in the direction of the base you want to throw to, and press A.

To Tag a Base

Press the control pad in the direction of the base you want to tag, and press B.

Information During Play

At the top left of the battery (pitching) screen, a yellow number displays the inning.

Selecting Your Teams

On the Select Team screen you can set up the leagues and pick the team you want to play. The Alpha League teams are listed on top, the Omega League teams are listed in the middle, and the four Custom Teams (for the Design-Your-Own-Team option) are listed on bottom.

For an Exhibition Game

You can select your own team and your opponent's team by highlighting the teams and pressing A. If you're in 2-player mode, then player two can select his or her team with the second controller. After selecting both teams, press LEFT or RIGHT on the control pad to decide whether you want to bat in the top or the bottom of the inning. The arrow next to your team logo will point up or down, depending on your selection.

For a Regular Season

You must first decide whether or not you want to replace any of the Alpha or Omega teams with a Custom team.

If you don't want any Custom teams in either league, press START. The Custom teams will disappear and you can pick your team from either league by highlighting it with the control pad and pressing A.

If you want to include Custom teams in either league, first select one of the four Custom teams and press A. Another set of highlighting brackets will appear on the top portion of the screen. Select the team you want to swap with the Custom team and press A again. The computer will move the Custom team into the regular league and move the regular team down into the box at the bottom of the screen. Do this as many times as you want, until all the teams that you want to use are in the regular leagues. When you're finished adjusting the leagues, press START. The four teams at the bottom will disappear. Highlight the team you want to control, and press A.

Note: If you want to design your own team, you must select **DESIGN A TEAM** from the **Select Mode** screen before you select **REGULAR SEASON**.

Designing Your Own Team

If you select **DESIGN A TEAM** from the select mode screen, you will be able to customize your own team.

First the **Select Team** screen will appear. You can choose any of the four Custom teams by pressing LEFT and RIGHT on the control pad, then pressing A.

Shifting the Defense

To shift your defense, pause the game (press START), and press B.
You will be able to shift your fielders to play deep, shallow, left, or right by pressing the control pad in the directions indicated on screen. Press START to continue the game.

Fielding

If you are playing **MANUAL** fielding, the computer will let you control the fielders as soon as the batter makes contact with the ball. You will control whichever fielder is best able to make the play. Move the fielder by pressing the control pad.

Even if you are playing **AUTO** fielding, you will gain control of a fielder as soon as he has the ball.

To Jump

If you press A without pressing the control pad, the fielder will jump. (Use the jump to catch a high ball that might go over the fielder's head.)

Replacing the Pitcher

If your pitcher isn't doing well, or if he's just getting tired, you might want to replace him with another pitcher.

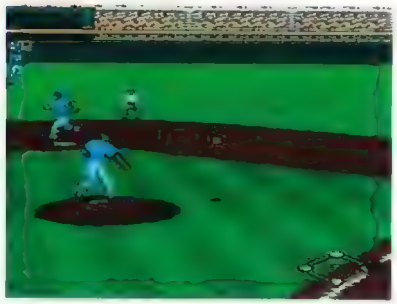
To see if your pitcher is tired, press START to call up the pitcher information window. The letters "ST" show your pitcher's stamina rating. The higher the rating, the more energy the pitcher has.

Pitchers lose energy as they throw pitches – fastballs are especially rough on a pitcher's stamina.

To replace your pitcher, pause the game (press START), and press A. Replace your pitcher as described in the section Batting Order/Member Change.

Picking Off Base Runners

To pick off a base runner, press the control pad in the direction of the base the runner is on (see the chart in Base Running), and press B. The pitcher will throw to that base.



Then the Custom team roster will appear. By pressing UP and DOWN on the control pad you can highlight the part of the team you want to adjust: the **STARTERS**, the **BENCH**, or the **PITCHERs**. Selecting **RESET** will restore the team's original players, and selecting **EXIT** will take you back to the **Select Mode** screen.

Starters

displays the names of your eight starting fielders (not the pitcher).

Bench

displays the names of players not in the starting lineup.

Pitcher

displays the names of your pitching staff.

What the Ratings Mean

All the numerical ratings go from a scale of 1 to 8. A rating of 1 means that a player will do very poorly in that category. A rating of 8 means that a player will be outstanding in that category.

Starters and Bench

BAT

Player's batting style:

R is right-handed **L** is left-handed **S** is switch-hitter

H

Player's hitting ability. A high rating means that a player will be more likely to make contact with the ball.

PW
Player's hitting power. A player with a high rating will be more likely to hit home runs.

SP
Player's speed. A high speed rating is the sign of a great base-stealer.

TH
Player's throwing power. A player with a high rating will have a better chance of making the play at third-base after he picks up a ball in deep right field.

FD
Player's fielding ability. A high rating means that a player is more likely to make a catch and less likely to make errors.

Pitchers

STL
Pitcher's style.

R or **L** signals whether the pitcher is right-handed or left-handed.

OV is an overhand style. **3/4** is a three-quarter arm style. **SD** is a sidearm style. **SU** is a submarine style.

EN
Pitcher's long-term endurance. A high rating means that a pitcher will tire slowly and recover quickly.

SK
Sinker. A pitcher with a high rating throws sinking pitches well.

This chart shows all the possible pitches.

First select the aim:

Left high	Center high	Right high
Left middle	Center	Right middle
Left low	Center low	Right low

Start the windup:
Press A

Then select the type of pitch:

Slow left curve	Fork ball	Slow right curve
Left curve	Straight	Right curve
Fast left curve	Fast ball	Fast right curve

Holding down any of the directions during the windup will increase the amount of curve or variation in speed of the pitch. In other words, for a pitch just a hair faster than normal, just tap DOWN during the windup. For your top-speed fast ball, hold DOWN during the windup.

Information Window

To pause the game and call up the window of information about your pitcher, press START.

Pitching

Pitching control is divided into two parts: before-the-windup and during-the-windup.

Before-the-windup you can select the pitcher's position on the pitching rubber. Press the L and R buttons on top of the controller to move the pitcher left and right.

Before-the-windup you also select the general aim of the pitch with the control pad. For example, pressing UP on the control pad will deliver a high pitch. Pressing simultaneously DOWN and LEFT will deliver a low pitch on the left edge of the plate (looking at the plate from the catcher's perspective).

Start the windup by pressing the A button.

During-the-windup you select the kind of pitch. The kinds of pitches you can select are:

Fast ball:	DOWN
Fork ball (slow):	UP
Left curve:	LEFT on control pad
Right curve:	RIGHT on control pad

The longer you hold down any of these directions during the windup, the more the ball will accelerate, slow down, or curve.

RC
Right curve ball. A pitcher with a high rating can accurately throw curves to the right.

LC
Left curve ball. A pitcher with a high rating can accurately throw curves to the left.

SP
Speed. A high rating means a lightning fast ball.

FC
Force. A high rating means that a batter won't be able to hit the ball as far.

How to Change the Ratings and Names

Highlight the group of players you want to adjust (**STARTERS, BENCH,** or **PITCHER**) and press A.

Press UP or DOWN to choose the player you want to adjust. Press LEFT or RIGHT to choose the category you want to adjust: **STL, BAT, H,** etc. Then press A repeatedly until the rating has been adjusted as you want.

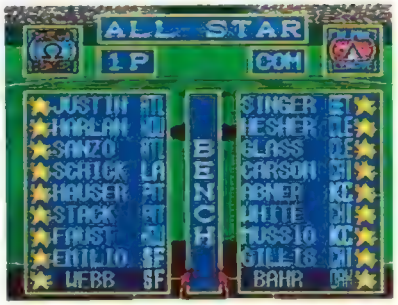
To adjust a player name, highlight the name and press A. Then select the letters you want to use for the name. When you're finished selecting the letters, highlight **EXIT** and press A.

Press B to return to the groups of players. Highlight **EXIT** and press A to return to the **Select Mode** screen.

Playing an All-Star Game

You can play an all-star game at any time by selecting **ALL STAR** from the **Select Mode** screen. Then a screen will appear asking you to select your league. Press LEFT or RIGHT to highlight either league, and press A. Then press LEFT or RIGHT to decide whether you will bat in the top or bottom half of the inning.

Now the computer will generate your all-star roster. For each position on the team, the computer will scroll very quickly through the top players in the league. Press A to select one of these players. Proceed through the whole team until you have a complete roster.



Base Running

The control pad on the Super NES controller corresponds to the four bases:

Second Base
UP

Third Base
LEFT

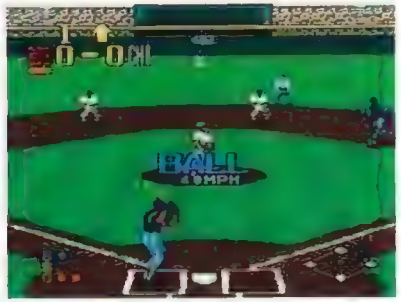
First Base
RIGHT

Home Plate
DOWN

To advance a runner, hold down the direction of the next base you want the runner to go to, and press B. For example, if your batter comes to first base, and you want him to go on to second base, hold down UP while you press B.

To send back a runner, hold down the direction of the base you want the runner to go back to, and press A. For example, if you decide that your runner cannot make it all the way to second base, hold down RIGHT on the control pad and press A.

To steal a base, just advance whichever runner you want to steal. For example, if you have a runner on second, and you want him to steal third, press B while holding LEFT on the control pad. The runner will take off as soon as the pitcher goes into his windup.



Bunting

To bunt (tap the ball with the bat), press the X button. Pressing UP or DOWN at the same time will cause your batter to hold his bat high or low.

Information Window

To call up the window showing information about your batter, press START before the pitcher goes into his windup.

Switch-Hitting

If your batter is a switch hitter, you can switch him to the opposite side of the plate by pausing the game (press START), then pressing SELECT.

Substituting Batters

To substitute in another batter, pause the game (press START), then change your lineup as described in the section on the **Batting Order/Member Change** screen. Note that while you are at bat, you can only substitute in a player for the batter — you cannot make other changes to the lineup.

Records During a Regular Season

If you are playing a regular season, you can access records from the **SELECT MODE** screen. The records you can look at are:

Your **SCHEDULE** — You can scroll through the schedule for the entire season by pressing UP and DOWN on the control pad. Your team's next game is highlighted in yellow brackets.

The **STANDINGS** of both leagues. These are statistics for entire teams. The left edge of the game lists each team's rank next to its abbreviation. To the right of the abbreviation are several statistics including:

G – Total number of games played.

W – Wins.

L – Losses.

PCT – Percentage of games that the team won.

GB – Number of games back from first place.

More data for individual teams are available when you highlight a team with the blue bar by pressing UP and DOWN on the control pad. At the bottom left of the screen are:

AVG – Combined batting average for all the players on a team.

ERA – Combined earned run average for all the pitchers on a team.

HR – Number of home runs a team has scored.

SB – Number of bases a team has stolen.

R – Number of runs a team has scored.

In the bottom right corner of the standings screen is the win-loss performance of the highlighted team against all the other teams in the league.

To see the standings for the other league, press A. Press B to return to the **Records** menu.

The **RECORDS** for all the players on any team. After you select **Records**, the **Select Team** screen will appear, so that you can pick which team's records you want to see. Then the team's batting record will appear. To see statistics for different batters or for your pitchers, press UP and DOWN on the control pad. To see the complete statistics for any single group of players, press LEFT or RIGHT on the control pad. If you're curious about what a specific statistic is, check **Abbreviations in Super Bases Loaded 2,** on page 29. Press B to return to the **Records** menu.

Finally, the batting **LEADERS** are the top ten batters in the league. Press RIGHT and LEFT on the control pad to see their statistics. Press B to return to the menu.

Changing Your Pitcher

Replacing your pitcher works just like changing your lineup. On the **Batting Order/Member Change** screen, press UP or DOWN on the control pad to highlight the pitcher. Then press A. In the bottom-right box, your pitching staff will appear. Select the pitcher you want, and press A to bring him into the game. If you don't want to replace your pitcher, press B.

Batting

Moving the Batter

You can move your batter while he's in the batter's box in order to get a better swing. Just press UP, DOWN, LEFT, and RIGHT on the control pad.

Swinging

To swing, press the A button. If you press DOWN at the same time, your batter will swing low (increasing the chance of fly balls or pop ups). If you press UP at the same time, your batter will swing high (increasing the chance of line drives or ground balls). If you tap the A button **very** briefly, you can check your swing.

After your batter makes contact with the ball, he drops his bat and runs to first base automatically.

The box in the top right corner shows detailed information about the highlighted player.

The middle box on the right, labeled "P." shows your pitcher.

The box in the bottom right corner shows players on the bench.

To see more detailed information about any of your players, press UP or DOWN on the control pad to highlight the player. The box in the top right corner will list statistics for that player. When you are ready to play the game, highlight **OK!** and press A.

Changing Your Lineup

To make a change in your lineup, go to the **Batting Order/ Member Change** screen and highlight the player you want to remove from the lineup. Then press A. The highlighted player will begin to flash, and a new highlight bar will appear. You now have two choices:

If you just want to change the batting order, you can swap the highlighted player with another player in the lineup by pressing UP or DOWN to highlight the second player. Press A to complete the swap. The names will reappear in their new places in the lineup.

If you want to remove the highlighted player from the lineup, press LEFT or RIGHT to move the highlight bar to the list of players on the bench. Highlight the player you want to use, and press A. The first player will appear on the bench, and the new player will appear in the lineup. If you don't want to substitute a player, press B. Note: During game play you can substitute players, but cannot make changes to the batting order.

Selecting a Stadium

There are three different stadiums in Super Bases Loaded 2. At the start of an exhibition game or a season, you can select your stadium. The stadiums all have different dimensions and different patterns of dirt and grass.

To highlight your stadium, press LEFT or RIGHT on the control pad, then press A to select it.

The Match Announcement Screen

The match announcement screen appears briefly before the start of each game. For an exhibition game, it displays the logos of the two teams scheduled to play and a wind meter. The wind meter contains an arrow showing the direction of the wind in relation to home plate, and a speedometer showing the wind speed.

For a regular season game, the match announcement screen displays additional information:

The name of the city where the game is being played.

The meeting number. For example, if the teams have met five times before, the screen will display **MTNG 6**.

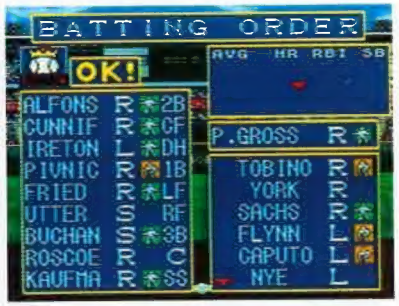
The number of times the player has defeated this team **(W)**.

The number of times the player has lost to this team **(L)**.

The percentage against this team. For example, if you defeated this team twice and lost to them once, the percentage would be .667.

Batting Order/Member Change Screens

Just before the start of each match and whenever you press A during a PAUSE in the game, the Batting Order/ Member Change screen will appear. This screen gives you a chance to see who's scheduled to play, who's on the bench, and to make any adjustments to your players or batting order.



The box on the left side of the screen lists your batting order. For each batter it displays a:

Name

The batter's name.

Swing

L, R, or **S** for left-handed, right-handed, or switch-hitting. A switch-hitter will automatically stand opposite of the pitcher: if the pitcher is left-handed, the switch-hitter will automatically bat right-handed. To control the switch-hitter manually, see the section on **Batting**.

Status Icon

For batters, this symbol shows whether a player is hot, just warm, or off-his-mark. A hot player will have a green status box that flexes when you highlight it. A player who's just warm will have no icon. A player who's off-his-mark will have an orange icon that pants when you highlight it.

For pitchers, this symbol shows whether a player is hot, rested, or exhausted. The green dot means a pitcher is hot, no dot means a pitcher is rested, and an orange dot shows that a pitcher is exhausted. Resting a pitcher for a game or two will usually restore him to at least "rested" condition.